Exercise #2. we solve this problem by my program

```
Weights:-0.4 0.3 0.1
Program ended with exit code: 010
Example:110
->Classifying.....
h(x)=0
c(x)=0
Weights:-0.4 0.3 0.1
Example:111
->Classifying.....
h(x)=0
c(x)=1
->Modify Weight
Weights:-0.2 0.5 0.3
00
Example:100
->Classifying.....
h(x)=0
c(x)=0
Weights:-0.2 0.5 0.3
->Modify:1 times
```

as we can see. We find perfect solution by only modify formula one times

Computer Assignment #2. Eta=0.2:

```
#include <stdio.h>
#include <iostream>
#include <string>
#include <vector>
#include <set>
#define ETA 0.2
```

Eta=0.4:

```
#include <stdio.h>
#include <iostream>
#include <string>
#include <vector>
#include <set>
#define ETA 0.4
```

Eta=0.6:

```
#include <stdio.h>
#include <iostream>
#include <string>
#include <vector>
#include <set>
#define ETA 0.6
```

Eta=0.8:

```
#include <stdio.h>
#include <iostream>
#include <string>
#include <vector>
#include <set>
#define ETA 0.8
```

According to the outcome of statics, we can speculate that if the Eta is larger, the influence of each modification is large. As a result, we can assume if the Eta is too large, we should modify the formula more times.

Computer Assignment #3.

N=1:

```
int main(void)
{
   int attribute_number=6|;
   // cin>>attribute_number;
   int instance_number=20;
   // cin>>instance_number;
   perception_learning Classifier(attribute_number, instance_number);
   // int i=0;
```

<u> </u>	
110011	
000001	
111111	
110101	
100100	
010010	
101010	
011100	
110111	
011101	
100111	
111100	
010001	
000001	
010100	
001100	
110000	
000101	
010110	
000110	

```
c(x)=1
Weights:-0.2 0.2 0 0.4 0 0.2 0
Example:1010001
->Classifying.....
  h(x)=0
c(x)=0
Weights:-0.2 0.2 0 0.4 0 0.2 0
  Example:1000001
   ->Classifying.....
 This is a second of the second
       ->Classifying.....
 h(x)=0
c(x)=0
Weights:-0.2 0.2 0 0.4 0 0.2 0
Example:1001100
       ->Classifying.....
  h(x)=1
c(x)=0
  ->Modify Weight
Weights:-0.4 0.2 0 0.2 -0.2 0.2 0
Example:1110000
      ->Classifying.....
 Heights:-0.4 0.2 0 0.2 -0.2 0.2 0

Example:1000101
      ->Classifying.....
 ->classifying.....
h(x)=0
c(x)=0
Weights:-0.4 0.2 0 0.2 -0.2 0.2 0
Example:1010110
      ->Classifying.....
  c(x)=1
  ->Modify Weight
Weights:-0.2 0.2 0.2 0.2 0 0.4 0
Example:1000110
        ->Classifying.....
  h(x)=1
c(x)=0
  ->Modify Weight
Weights:-0.4 0.2 0.2 0.2 -0.2 0.2 0
->Modify:7 times
```

N=5:

Compare N=1 and N=5 we can see the length of attribute also affect the modifying times. According the

textbook, if the length attributes is n times, the modifying also will be n times.

```
//N=5
/*
1100110101
0000010100
1111111100
1101011001
1001000000
0100100000
1010111111
0111011100
1101111011
0111000111
1001100011
1111001010
0100000010
0000011000
0101000000
0011000000
1100000000
0001000001
 0101101010
0001100000
```

```
Example:10100000010
->Classifying.....
n(x)=0
->Modify Weight
Weights:-0.4 0 0 0.4 0.2 0 0.2 0.4 0.2 0 0.2
Example:10000011000
->Classifying.....
h(x)=1
c(x)=0
->Modify Weight
Weights:-0.6 0 0 0.4 0.2 0 0 0.2 0.2 0 0.2
Example:10101000000
 ->Classifying.....
h(x)=0
c(x)=0
 Weights:-0.6 0 0 0.4 0.2 0 0 0.2 0.2 0 0.2
Example:10011000000
->Classifying.....
->Classifying...

h(x)=0

veights:-0.6 0 0 0.4 0.2 0 0 0.2 0.2 0 0.2

Example:111000000000

->Classifying......
h(x)=0
c(x)=0
Weights:-0.6 0 0 0.4 0.2 0 0 0.2 0.2 0 0.2
Example:10001000001
->Classifying.....
->Classifying

f(x)=0

veights:-0.6 0 0 0.4 0.2 0 0 0.2 0.2 0 0.2

Example:10101101010

->Classifying......
->Classi,
n(x)=0
c(x)=1
->Modify Weight
Weights:-0.4 0 0.2 0.4 0.4 0.2 0 0.4 0.2 0.2 0.2
 ->Classifying....
h(x)=1
c(x)=0
```

h(x)=1 c(x)=1N=10:Example:1010000000000000 >Classifying..... h(x)=0 c(x)=0 //N=10Example:10000000000000000 //1111111111 ->Classifying..... //0000000000 h(x)=0c(x)=0 /* 110011111111111 Example:1010100000000000 >Classifying..... 0000000000000000 n(x)=0 (x)=0111111111111111 110101111111111 1001000000000000 >Classifying..... 1(x)=10100100000000000 c(x)=0 >Modify Weight 101011111111111 011101111111111 ->Classifying..... 110111111111111 h(x)=0 011101111111111 c(x)=0 100110000000000 Example:1000100000000000 111101111111111 >Classifying..... 0100000000000000 000000000000000 xample:1010111111111111 0101000000000000 ->Classifying..... h(x)=1 c(x)=1 0011000000000000 1100000000000000 0001000000000000 Example:1000110000000000 010111111111111 ->Classifying..... h(x)=0 c(x)=0 0001100000000000

->Modify:5 times

```
Example:111110111111111111111
//N=15
                 >Classifying.....
//0000000000000000
                 h(x)=1
                //111111111111111
/*
                11001111111111111111
                 h(x)=0
99999999999999999
                 c(x)=0
1111111111111111111111
                 Example:1
11010111111111111111
                 >Classifying.....
100100000000000000000
                 h(x)=0
                 c(x)=0
010010000000000000000
                 10101111111111111111
                 Example:1010100000000000000000
0111011111111111111
                 ->Classifying.....
                 h(x)=0
11011111111111111111
                 c(x)=0
01110111111111111111
                 10011111111111111111
                 Example:100110000000000000000
                 >Classifying.....
11110111111111111111
                 h(x)=0
                010000000000000000000
000000000000000000000
                 Example:1110000000000000000000
010100000000000000000
                 >Classifying.....
                 h(x)=0
001100000000000000000
                 c(x)=0
110000000000000000000
                000100000000000000000
                 ->Classifying.....
01011111111111111111
                 h(x)=0
000110000000000000000
                 c(x)=0
                 ->Classifying.....
                ->Classifying.....
                h(x)=0
c(x)=0
```

N=20:

```
//N = 20
//111111111111111111111
//00000000000000000000
/*
110011111111111111111111111
111111111111111111111111111
11010111111111111111111111
10010000000000000000000000
010010000000000000000000000
101011111111111111111111111
011100000000000000000000000
11011111111111111111111111
0111011111111111111111111
100111111111111111111111111
1111011111111111111111111
01000000000000000000000000
00000000000000000000000000
010100000000000000000000000
001100000000000000000000000
110000000000000000000000000
000100000000000000000000000
01011111111111111111111111
 000110000000000000000000000
```

->Modify:3 times

```
->Classifying.....h(x)=0
->Classifying.....
h(x)=0
c(x)=0
->Classifying.....h(x)=0
TOTAL CONTROL OF THE 
 ->Classifying.....
h(x)=0
c(x)=0
h(x)=0
c(x)=0
```

According the textbook, if the length attributes is n times, the modifying also will be n times. However, the statics doesn't implied it. We can blame it on our own attributes example. If we randomly make the example, the outcome may be more confident.

How I design My Program:

First, I declaim a class to do perception learning, and us vectors to store example

```
using namespace std;
using example=vector<int>;
class perception_learning//Perception Learning Classifier(Linear Seperabitlity)
```

```
set<example> Training_Set;
vector<int> class_labels;
vector<double> weight;//Memorize all of Weights
int c_x=0;//c(x)
int h_x=0;//h(x)
int attribute_number;
int instance_number;
int modifying_number;//Memorize Modifying times
```

Here is the private variable in the class.

```
int attribute_number=5;
   cin>>attribute_number;
int instance_number=20;
   cin>>instance_number;
perception_learning Classifier(attribute_number, instance_number);
   int i=0;
```

Called the class to Classify in main function.

```
int compute_ClassLabel(example ex)//Compute c(x)
    int count=0;
    for(auto i:ex)
   if(i==1)count++;
    if(count>3)c_x=1;
    else c_x=0;
cout<<"c(x)="<<c_x<<endl;</pre>
    return c_x;
int compute_H_ClassLabel(example ex)//Compute h(x)
    double sum=0;
    for(int i=0;i<=attribute_number;i++)</pre>
         sum+=ex[i]*weight[i];
    if(sum>0)h_x=1;
    else h_x=0;
    cout<<"h(x)="<<h_x<<endl;
return h_x;</pre>
}
void Classifying(example ex)//Classifying
      cout<<"Attribute Number:"<<attribute_number<<" ,Instance Number:"<<iinstance_number<<endl;</pre>
    cout<<"->Classifying....."<<endl;
compute_H_ClassLabel(ex);</pre>
    compute_ClassLabel(ex);
    if(h_x!=c_x)modify_weight(ex);
    print_weight();
void modify_weight(example ex)//Refresh Weights
              >Modify Weight"<<endl;</pre>
    for(int i=0;i<=attribute_number;i++)</pre>
         weight[i]+=ETA*(double)ex[i]*(double)(c_x-h_x);
    modifying_number++;
```

I use four main function to complete the work. The introduction is in the picture.